Core rewrite

Core rewrite
by **I.S.T.** » Tue Aug 26, 2008 11:14 am

Are the TAS enhancements in the VBAR planned to be incorporated at some point in time? If so, I'd keep the GB core, and redo the GBA core. If not, I dunno. >.>

I.S.T.
Member

Posts: 80
Joined: Sun Mar 23, 2008 12:41 pm

Core rewrite
by **Squall Leonhart** » Tue Aug 26, 2008 11:14 am

Mudlord and Spacy have apparently decided that it would be more worthwhile to cleanup and improve the existing code, then to rewrite entirely. Part of VBA's appeal is that it runs DMG - GBA, and the features it happens to include.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Core rewrite
by **SCHUMI4EVER** » Tue Aug 26, 2008 4:44 pm

Hmm one thing though as far as I remember GB cheat codes (like game genie etc) don't work on VBA so that renders GB emulation in VBA rather useless to me as I always tend to go back and use it's predecessor VisualBoy instead. So I would not mind if GB support were removed.

I know the query has pretty much been resolved, but I just felt like adding my 2 cents anyways.

SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Core rewrite
by **spacy51** » Tue Aug 26, 2008 5:32 pm

Well, if someone really wants to do it, it shouldn't be too hard to add better cheat code support.

spacy51
Senior Member

Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Core rewrite
by **ZachBacon** » Tue Aug 26, 2008 11:38 pm

I won't touch it until I work some more on learning more C++ until then I am more than happy with recompiling

ZachBacon
Member

Posts: 236
Joined: Tue Mar 27, 2018 9:35 pm

Core rewrite
by **Squall Leonhart** » Tue Aug 26, 2008 11:53 pm

> Hmm one thing though as far as I remember GB cheat codes (like game genie etc) don't work on VBA so that renders GB emulation in VBA rather useless to me as I always tend to go back and use it's predecessor VisualBoy instead. So I would not mind if GB support were removed.
>
> I know the query has pretty much been resolved, but I just felt like adding my 2 cents anyways.

Â

Cheats work in GB games [img]<fileStore.core_Emoticons>/emoticons/huh.png[/img]/emoticons/huh@2x.png 2x" width="20" height="20" /> i have an entire list of Gameshark codes for pokemon/megaman1 which work perfectly

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Core rewrite
by **emodel** » Wed Aug 27, 2008 12:17 pm

> I don't like the idea of removing GB support, but thats because i like to use as few emulators as possible. If development went that way, I'd support it regardless, but im just saying, I like as much support as possible.
>
> Â
>
> Gambatte may be accurate and all, but i like the functionality of VBA, i would much prefer to expand on functionally, rather then remove it.
>
> Â
>
> Thats just my input however.
>
> Â
>
> Though maybe im reading into it wrong?. would keeping CGB support maintain the ability to play DMG games on VBA?

Â

+1

We already have tons of emulators, and it really makes sense for a gb emu to handle the whole family. gb, gbc, gba, as one can play gb titles on gba.

More important, vgba is the only emu i found wich allow me to get a somehow accurate rendering of an lcd screen, using bilinearplus + motionblur blending + proper greenish palette.

Â

PLEAAAASE keep it :'(

emodel
Junior Member

Posts: 1
Joined: Wed Aug 27, 2008 12:12 pm

Core rewrite
by **KunaiTeam** » Wed Aug 27, 2008 1:57 pm

I was looking at the code earlier when preparing an OS X GUI (which I have not yet implemented, as real life has gotten in the way), and was surprised by the number of global variables. It's large, but it's not unmanageable. It certainly would speed up development to have a cleaner interface, so I'm for a core rewrite.

Â

I like the fact that vba and vbam support DMG/GBC games, but since there are other emulators out there, I wouldn't be disappointed if it went away.

Â

In any case, if support for the older games is removed, I would recommend designing the interface so that support for DMG/GBC games could be added in the future if someone wanted to take that on.

Â

That's just my two cents.

KunaiTeam
Junior Member

Posts: 44
Joined: Thu Aug 14, 2008 9:37 pm

Core rewrite
by **Squall Leonhart** » Wed Aug 27, 2008 3:42 pm

this core, as it is, is newer and more optimised then the original vba core. As it is, the developers dont have much experience with the GB hardware and programming it into software.... so Rewriting the core would be massive job to take on.

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lol, everyone talking about how it has so much of this, and so much of that.

Â

Well duh, its not a normal program, you aren't going to get GBA games going by writing an app which loads x86 data.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Core rewrite
by **MasterPhW** » Thu Aug 28, 2008 4:37 pm

We are really talking about rewriting the complete GBA core before a lot of the features of some forks are included.

And VBA-M started as a Merge of all the enhancements of the different forks... funny.

But it seems I also have really missed some good development and enhancements the last 6 weeks I was away.

Great job, all of you!

Last edited by MasterPhW on Thu Aug 28, 2008 4:38 pm, edited 1 time in total.

MasterPhW
Junior Member

Posts: 17
Joined: Tue Mar 18, 2008 8:15 pm

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